Tom Clancy's

SPLINTER CELL™

MANUAL

Ubi Soft
ENTERTAINMENT

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-51466

1 Player • Memory Card (8MB) (for PlayStation®2) : 493 KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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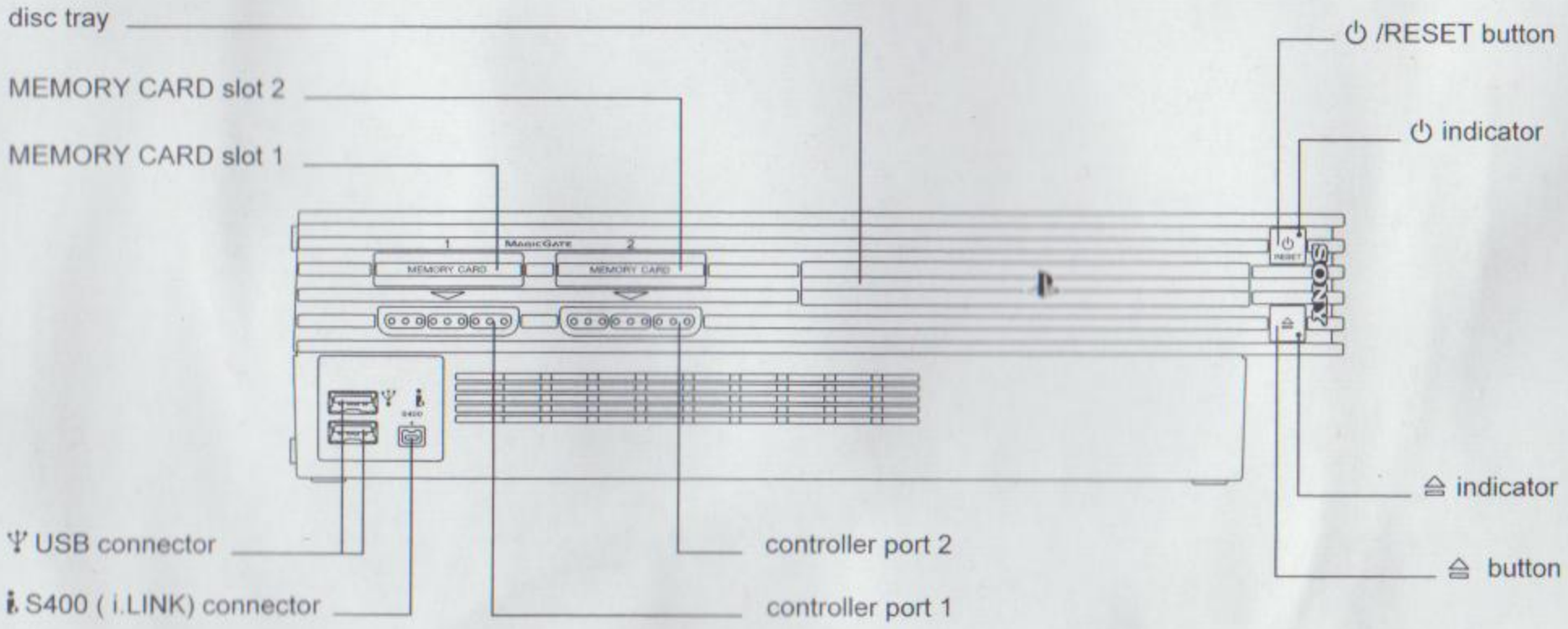
GETTING STARTED

PlayStation®2 [front panel]



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.

2. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

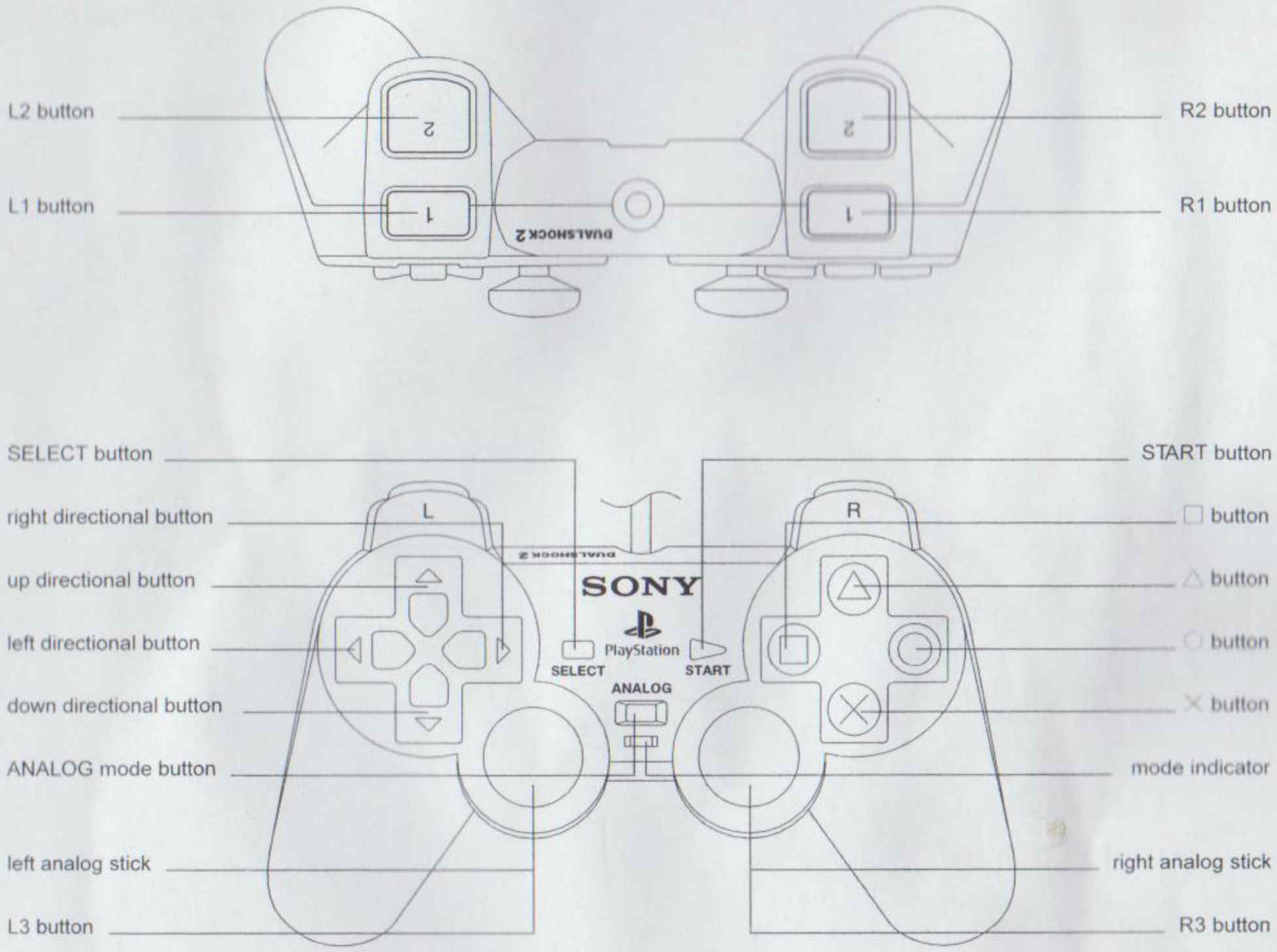
3. Press the ⏻ /RESET button.When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open.

4. Place Tom Clancy's Splinter Cell™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close.

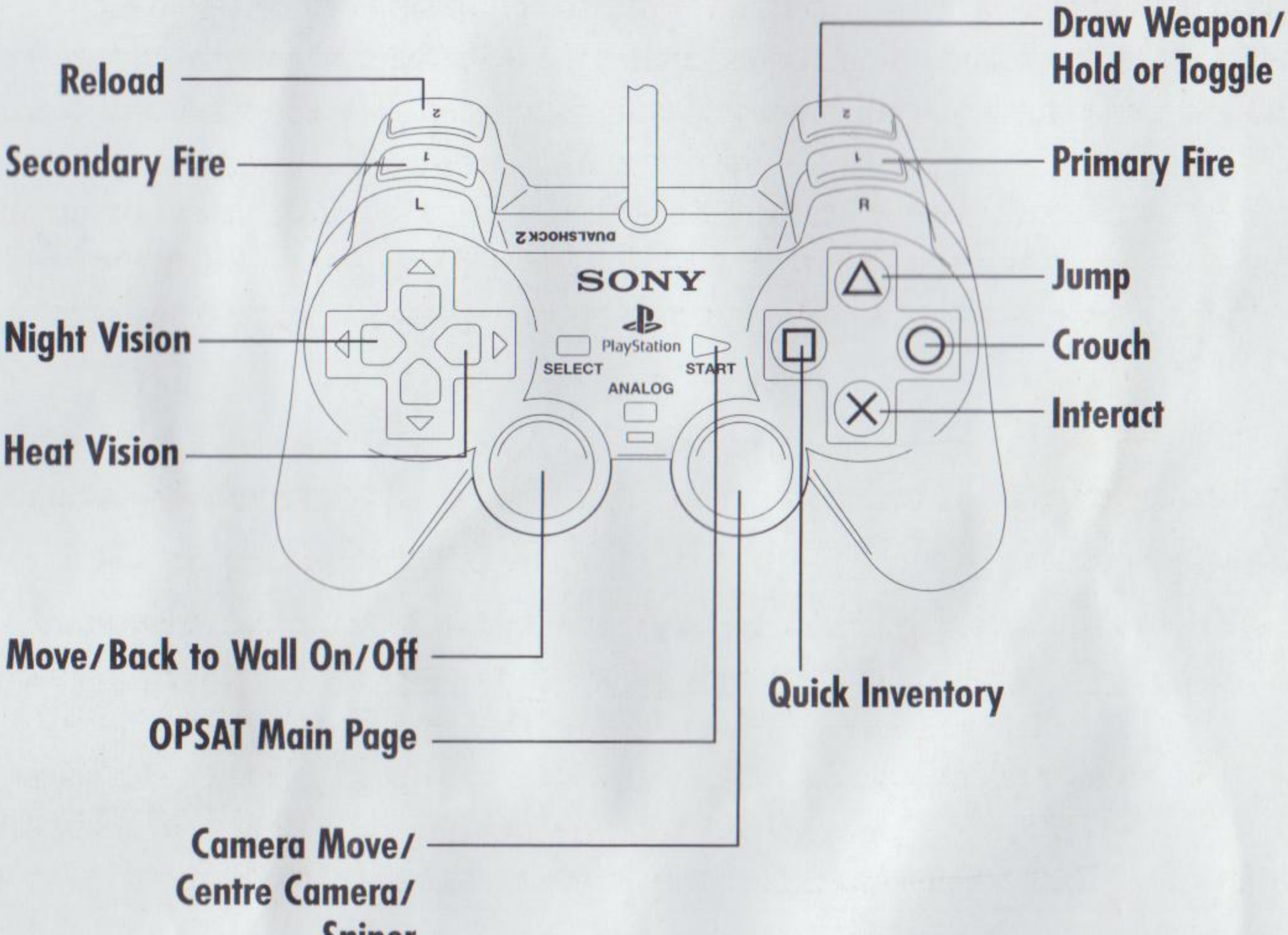
5. Attach game controllers and other accessories, as appropriate.
It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Only MEMORY CARD slot 1 is supported. The Digital Controller is not supported with this title.

6. Follow on-screen instructions and refer to this manual for information on using Tom Clancy's Splinter Cell™.

Analog Controller (DUALSHOCK®2)



Using the analog controller (DUALSHOCK®2)



If you tap R2 button, you'll activate the toggle between normal and shooting mode.

If you hold the R2 button for a while, you'll enter the shooting mode. Then, when R2 is released, you go back to normal mode.

If you press down L3 button again on the Left Analog Stick when in Back to Wall mode, you'll go back to normal mode.

The Operation

It is the year 2003.

In response to the growing use of sophisticated digital encryption to conceal potential threats to the national security of the United States, the NSA (National Security Agency) has ushered forth a new dawn of intelligence-gathering techniques. This top-secret initiative, dubbed Third Echelon, marks a return to classical methods of espionage, enhanced with leading-edge surveillance and combat technology for the aggressive collection of stored data in hostile territories. When intelligence deemed critical to national security cannot be obtained by traditional means, Third Echelon is granted clearance to conduct physical operations.

Denied to exist by the U.S. government, Third Echelon deploys units known as Splinter Cells: elite intelligence-gathering forces consisting of a lone field operative supported by a remote team. Like a sliver of glass, a Splinter Cell is small, sharp, and nearly invisible.

March 10, 2004: The CIA contacted NSA officials regarding the loss of contact with Agent Alison Madison, a CIA operative monitoring widespread communication shortages plaguing the former Soviet Republic of Georgia. A second operative, Agent Blaustein, was inserted into the Georgian capital T'bilisi to locate Agent Madison, only to drop from contact seven days later. Fearing for the lives of American agents compromised at the hands of a suspected terrorist effort, Third Echelon has activated Splinter Cell operative Sam Fisher to locate the missing agents and evaluate the situation.

You are Sam Fisher. You must leave no trace on the physical or political map.

Remember: Although killing may compromise secrecy, the choice between leaving a witness or a corpse is no choice at all. You do not exist. You are a Splinter Cell.

About Stealth Action

Sam's ability to operate covertly is his most valuable asset against overwhelming enemy forces. The visibility metre on Sam's OPSAT is an important indicator of stealth. If it is completely to the left, Sam is invisible to enemy surveillance. If it is completely to the right, Sam is in critical danger of being detected and/or intercepted. Remaining under the cover of shadows is an important stealth technique, but crouching, moving slowly, and keeping your back to the wall also contribute to Sam's invisibility.

A Splinter Cell operative must not only defy enemy eyes, but also enemy ears.

Consider that while running and jumping are sometimes necessary movements, they also generate sound – a golden invitation for an enemy patrol to investigate your position. Moving slowly while crouched is much more likely to avoid enemy investigation.

Alarms

Note that if an enemy detects Sam, or even suspects the presence of an intruder, he has been specifically trained to alert nearby comrades or trigger an alarm, rather than engage Sam by himself. Because of the extremely covert nature of Splinter Cell operations, indiscretion with alarms can lead Third Echelon to abort a mission.

Sam Fisher Profile

Fisher has been on the front lines of espionage in several defining conflicts throughout the past decades. He has not only survived, but also excelled in the field of covert operations through hard work, insatiable curiosity, and brutal honesty. He has little time for polite niceties and even less for lies. Though fully aware and confident of his abilities, Fisher understands that his survival has often been a gift of chance. He knows he is human and fallible, and he does not want to die. He has a strange and slightly dark sense of humour.

He is quiet, instinctive, and observant: somebody who watches from the outside. Combat, espionage, and constant training have defined his adult life; his tactical experience has become part of his instinct. Now, even outside of work, he is most comfortable on the fringes of society, keenly observant but still removed.

Fisher has acquired an admirable collection of scars and secured his place in Valhalla; he has little left to prove to the world. Now older and wiser, he has no interest in glory. If he fights, it is because he believes the cause is necessary and he is capable.

Third Echelon Team

Third Echelon's specialists have been recruited from every branch of intelligence and the armed forces, some even culled from civilian life. They are the elite of America's strategists, hackers, and operatives. Each field operative works with a remote support team of roughly a dozen members.

Sam Fisher's Support Team is Headed by Three Primary Members:

COLONEL IRVING LAMBERT
Born: 1961 in Batcave, NC
Height: 6' 2''
Weight: 270 lbs.

THIRD ECHELON Operations Coordinator
Lambert is the link between the field agent (or agents) and Third Echelon's team of researches, hackers, strategists, and commanders. While Fisher is in the field, he is in constant contact with Lambert via subdermal microchips and a cochlear implant.

VERNON WILKES, Jr.
Born: 1967 in Baltimore, MD
Height: 5' 10''
Weight: 145 lbs.

THIRD ECHELON Field Runner
Field Runners are mainly responsible for coordinating the transportation and equipment for field agents. Transportation is usually procured (stolen) from an area of operation and abandoned afterwards. Wilkes will debrief Fisher on any new equipment or weaponry as it becomes available.

ANNA GRÍMSDÓTTIR
Born: 1974 in Boston, MA
Height: 5' 8''
Weight: 128 lbs.

THIRD ECHELON Communications Lead
Grímsdóttir heads a small team of programmers responsible for providing technological, cryptographic, and data support for the Field Operative. Grímsdóttir will assist Fisher in his interface with the high-tech components of his missions.

KOMBAYN NIKOLADZE

PROFILE: Using his political, technological, and financial influence, Nikoladze has become the newly elected President of Georgia. His ambition is matched only by his industriousness.

VYACHESLAV GRINKO

PROFILE: Ex-Spetsnaz (Russian Special Forces), Grinko is now Nikoladze's "lieutenant" of the Russian Mafia.

HAMLET

PROFILE: Grinko's personal driver.

GEORGIAN COLONELS

PROFILE: The leadership for Nikoladze's worldwide military/mercenary forces. Several colonels can be found in each cell of the Georgian mercenary army. They also have security clearance to certain areas that normal soldiers don't have.

PHILIP MASSE

PROFILE: Hired for his vast computer knowledge, Philip Masse is the man directly responsible for the Georgian information crisis.

CHINESE OFFICERS

PROFILE: The leadership behind the People's Liberation Army of China. These officers sometimes hold key information that Fisher can use to accomplish his missions. Elimination might not be the best option when first encountering them.

Main Menu

SELECTING THE LANGUAGE

Use the directional buttons to select the language for the game menus, character voices and texts. Validate your selection by pressing the ⊗ Button. The language can only be chosen when starting the game.

START GAME

Begin a new game or resume a previous game. This title allows 10 different save files.

EXTRA FEATURES

The Extra Features area is loaded with bonus content, such as in-depth "behind-the-scenes" videos, trailers, and other surprises.

CREDITS

Use this option to view the list of people who participated in this game's creation.

Player Settings Menu (Loading and Saving)

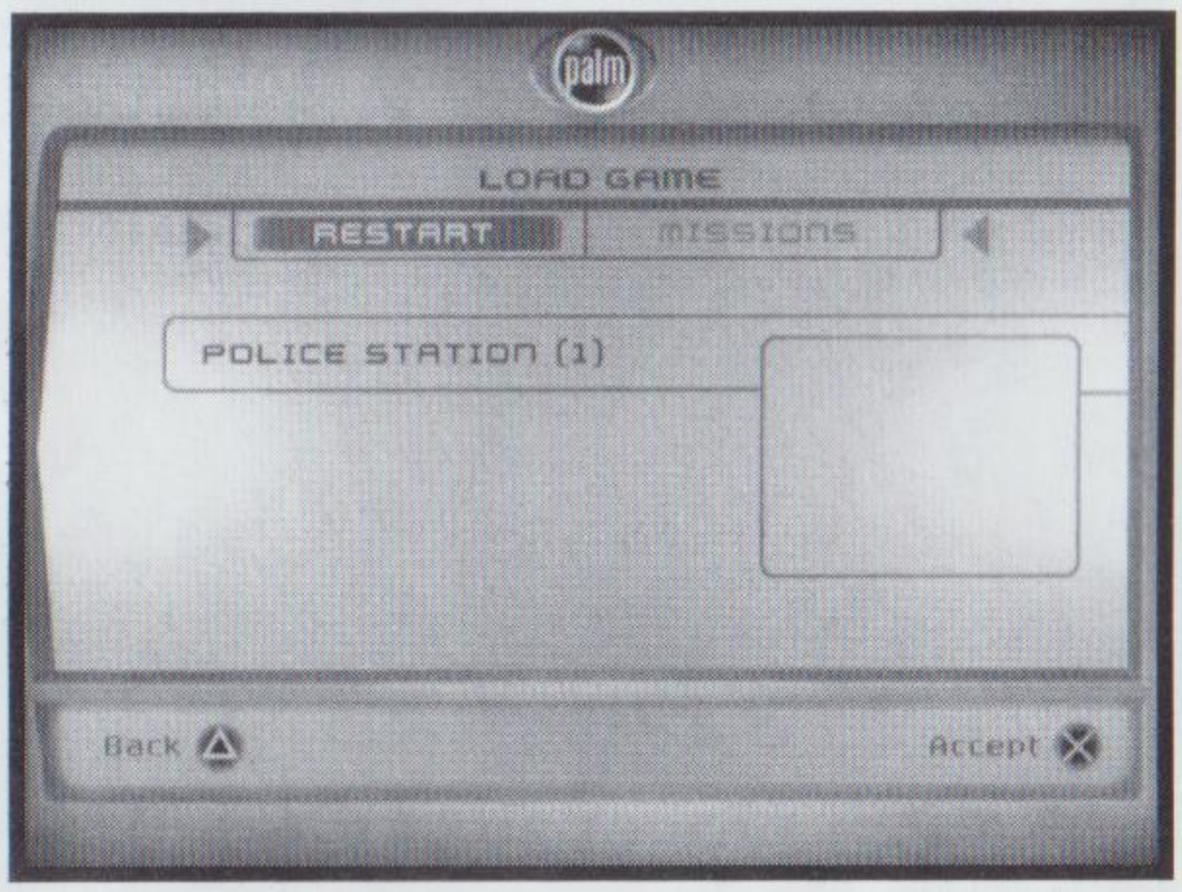
Create New Player

Allows you to create your player profile. After you've created a profile, start your new game.

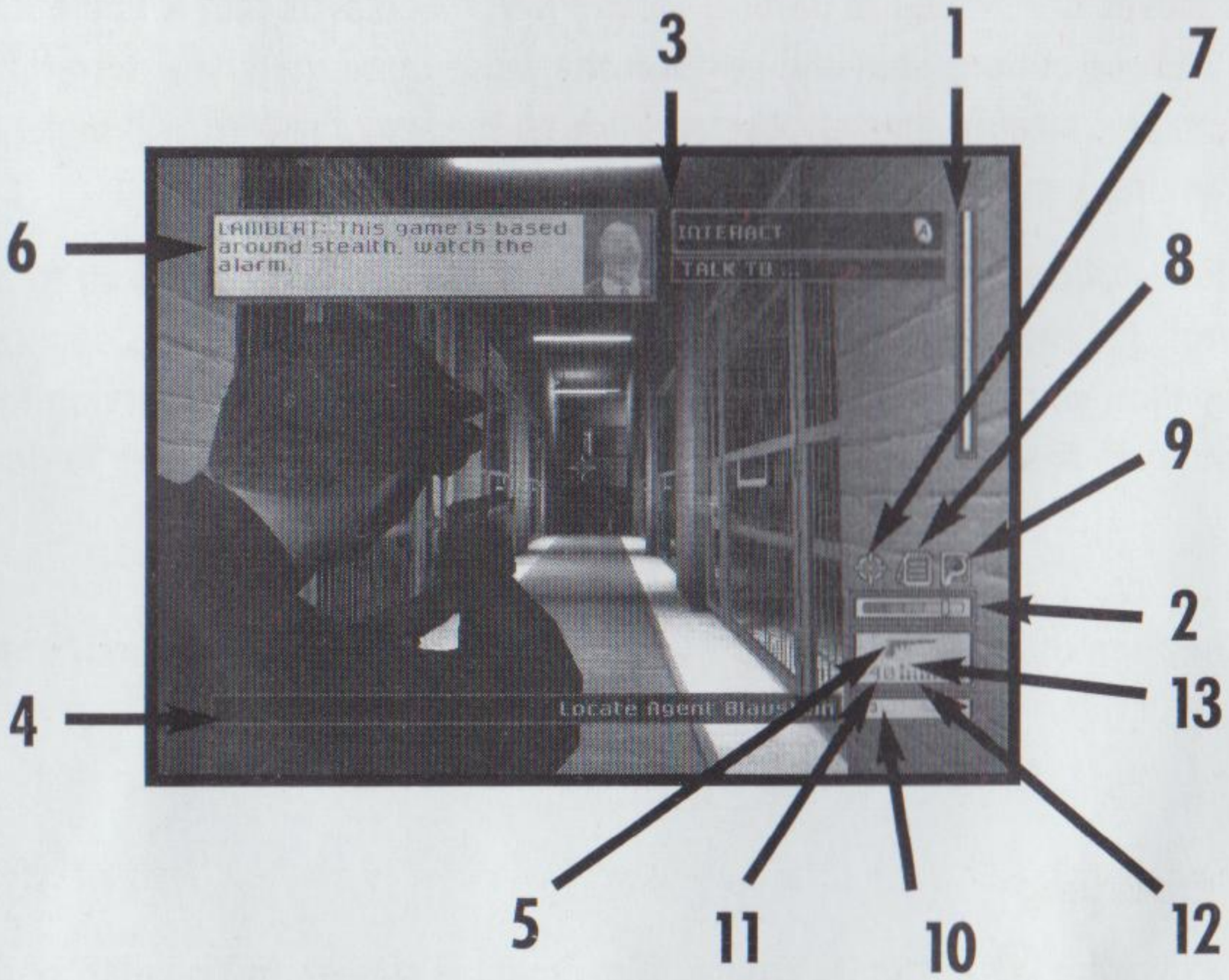
NAME: Choose your player name.
DIFFICULTY: Select a difficulty level.
SETTINGS: Adjust options.
OK: Save your new player profile.

Load Game

To play an existing saved game, you must select a player and load an existing saved game.



Game Screen



1 Life Bar – This represents the status of Sam's health/life.

2 Stealth Metre – The metre moves left and right to represent the amount of light in Sam's area.

3 Interaction System – This system appears when you can interact with an object or person in the environment. Press and hold ⊗ to open the interaction system, and scroll with the ⬇ or ⬆ arrows on the Directional Buttons to select an interaction. Release to activate your selection.

4 Objective – Displays the next goal to reach in your mission.

5 Selected Weapon, Gadget, or Item – Displays the current selection.

6 Communication Box – Appears at the top of the screen when you receive a communication.

7 A New Goal to Read in Your OPSAT – Press START button to read it.

8 A New Note to Read in Your OPSAT – Press START button to read it.

9 A New Recon to Read in Your OPSAT – Press START button to read it.

10 Rate of Fire

11 Total Ammo

12 Ammo in One Clip

13 Clips

Sam's Movements

Analog Movement

Many of Sam's moves are analog in nature. Simply put, this means that if you push hard on the left analog stick or button, Sam will perform the move more quickly or forcefully. When walking, for example, moving the Left Analog Stick all the way forward will make Sam run at top speed. Pushing gently forward will move him more slowly.

Since moving slowly allows greater stealth than moving quickly, it is important to remember to exercise control. An enemy who hears you behind him can almost always spin around and shoot faster than you can cross an open area. While it may seem unnerving to move slowly through a well-lit space with an enemy nearby, it's often lethal to try to dash across.

Basic Moves

Sam has a wide range of moves. Knowing how to get around and how to do it undetected, is critical.

Crouching

Press the ◉ button to crouch. Movement is slower, but quieter, and Sam is less visible while crouched.

Mantling

Press the △ button and push forward into low objects like crates or tables and Sam will crawl, or "mantle" onto them.

Climbing

To climb a pipe, ladder, vertical cable, or fence, simply walk into it. Press the △ button to jump off.

Close Attack

With your weapon holstered, press the R1 button when very close to an enemy to hit him with your elbow, pistol, or rifle butt.

Back to Wall

Press the L3 button when standing or crouched to put Sam's back to the wall. Sam is less visible with his back to a wall.

Shimmying

Jump by pressing the △ button to grab and hang from ledges above Sam's head. Sam can move left and right as well as pull himself up if there is room. Pull down or jump again to let go of a ledge.

Hand-over-Hand

Jump by pressing the △ button to grab hold of a horizontal pipe. Bring Sam's legs up to clear obstacles by pressing the ◉ button.

Zip Line

Jump by pressing the △ button to grab hold of a sloped wire or zip line. Sam will slide down automatically. Crouch by pressing the ◉ button to raise Sam's legs. Jump by pressing the △ button again to let go.

Advanced Moves

Advanced moves are just as crucial as basic moves. Mastering these will allow Sam to move through his environment with much greater safety and precision. Many of these advanced moves are combinations that allow Sam to attack. For information on equipping and using weapons, refer to page 17.

Rolling

Press and hold the ◉ button while moving to do a roll.

Wall Jump

When standing near a wall, jump by pressing the △ button, then press the △ button again when near to the top of a jump to kick off a nearby wall and gain extra height.

Split Jump

While at the top of a Wall Jump, if Sam is in a corridor that is about as wide as he is tall, pressing the △ button a third time will allow him to enter the Split Jump position.

Drop Attack

If you can get above an enemy and drop directly down on him, you will knock him out. Press the △ button to drop attack.

Quiet Landing

When falling, quickly press the ○ button to do a quiet landing.

Door Peek

To peek through a door before entering, select the Open Door interaction, then hold back on the Left Analog Stick before releasing the ✕ button. Push forward on the Left Analog Stick to go through the door or pull back to close it again.

Rappelling

To Rappel from a small chimney, stand near it and select the Rappel interaction. Sam can move up and down the rope. Press the △ button to kick off the wall.

Rappel Shooting

Sam can equip and fire his weapon while rappelling. Press the R2 button to equip the selected weapon.

Hanging Shooting

Sam can equip and fire his weapon while hanging from a pipe, but only if his legs are not tucked. Press the R2 button to equip the selected weapon.

Split Jump Shooting

Sam can equip and fire his weapon while in the Split Jump position. Press the R2 button to equip the selected weapon.

Back to Wall Shooting

When Sam approaches a corner with his back to the wall, he will automatically peek around the corner. Press the R2 button while peeking to equip the selected weapon and he can shoot around the corner.

Non-Player Character-Linked Moves

Sam has several special moves that can only be performed on NPCs (Non-Player Characters). Being able to get close to an enemy without being detected is necessary to execute these moves.

Move Body

Sam will need to hide dead or unconscious bodies in order to prevent them from being discovered. Select the Pick Up Body interaction to carry a body. Press ⊗ button to put him down quietly, or simply equip a weapon to drop the body in a hurry.

Conversations

Some friendly NPCs will talk to you. Simply walk up to them and select the Talk To interaction by pressing the ⊗ button.

Grabbing

Grab an enemy by sneaking up close to him undetected and selecting the Grab Character interaction. Press the ⊗ button.

Human Shield

While holding an enemy, you can equip your sidearm and fire at other enemies while using the enemy you are holding as a human shield. Press the ▣ button.

Interrogation

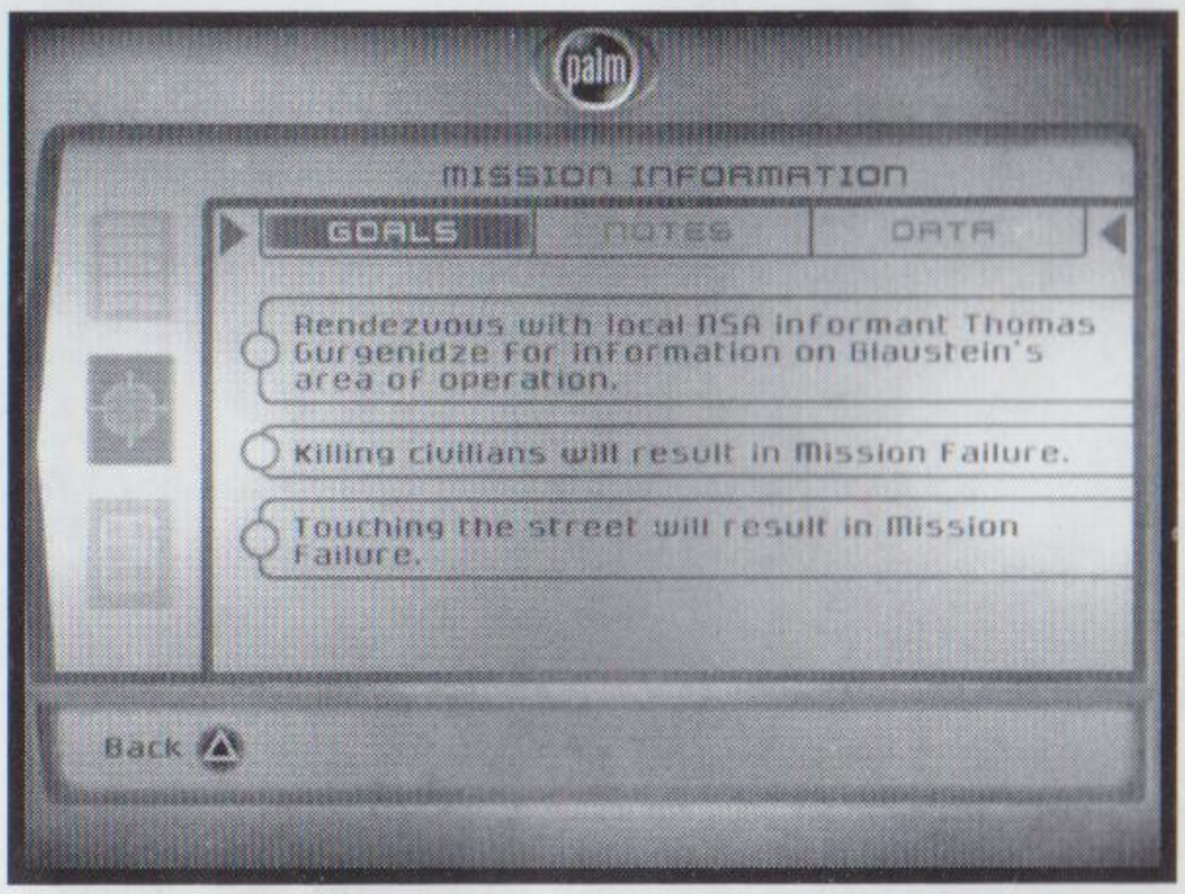
Some NPCs can be interrogated for useful information. While holding an NPC, select the Interrogate interaction to make him talk. Press the ⊗ button.

Forced Cooperation

Some objects in the world can't be used by Sam, but there may be NPCs who can use the objects for him. To force an NPC to cooperate, grab him, drag him to the object you want him to use, and select the Force Cooperate interaction. Press the ⊗ button.

Palm OPSAT: Operational Satellite Uplink

The Palm OPSAT is a compact, wrist-mounted version of a standard civilian PDA designed for military use. It enables Sam to receive mission objectives and updates from Third Echelon headquarters. The OPSAT also displays realtime images from Sticky Cameras.


palm
MISSION INFORMATION
GOALS
NOTES
DATA
Rendezvous with local NSA informant Thomas Gurgenidze for information on Blaustein's area of operation.
Killing civilians will result in Mission Failure.
Touching the street will result in Mission Failure.
Back

Press the START button to access your OPSAT.

Inventory

The inventory section provides information about items and equipment you are carrying. A video demo and controls explanation of the weapons and gadgets is also accessible and updated at the beginning of every mission.

Mission information

GOALS

This section gives the specific details of your mission objectives.

NOTES

This section provides additional hints and clues that may have been gathered during the mission.

DATA

Recon data provides intelligence about enemies, locations, or other key elements pertinent to the operation. Pay special attention to the data sticks, as they contain key information.

Agent information

This section details Sam's history and abilities.

Quick Menu

This section allows you to customise or configure game settings.

Quick Inventory, Weapons, & Gadgets

Hold the ▣ to access the quick inventory. Use ⬅ and ➡ to select a category then ⬆ and ⬇ to highlight your choice. Release the ▣ button to equip the selected item. Pressing the ▣ button will quickly switch Sam to his previously selected item.

SC-20K M.A.W.S. (Modular Assault Weapon System)

The bullpup configuration of this assault rifle makes it light and compact without sacrificing firepower (5.56x45mm ss109). Its modular configuration allows it to be customised to fit any mission profile. Equipped with a flash/sound suppresser and combined with a multipurpose launcher, the SC-20K becomes the obvious choice of weaponry for Sam when infiltrating enemy territory.

Note: Because of the more overt nature of the SC-20K, it will only be acquired after a few missions – when the situation requires it…

Sniper Mode: Sniper mode is only available with the SC-20K.

- Equip SC-20K.
- Press the Directional button to enter Sniper Mode.
- Press the L1 button to hold Sam's breath and steady his aim (for a limited time).
- Press the R1 button to fire.

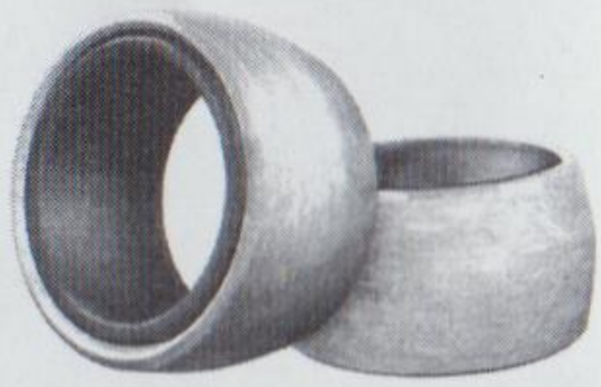
Manual Reload

Pressing the L2 button with the SC-20K or selected pistol will reload the weapon. Sam will automatically reload when out of ammunition.

SC-20K's Multipurpose Launcher

Pull the L1 button to fire with the Launcher. The Launcher cannot be fired in Sniper Mode.

Ring Airfoil Projectile



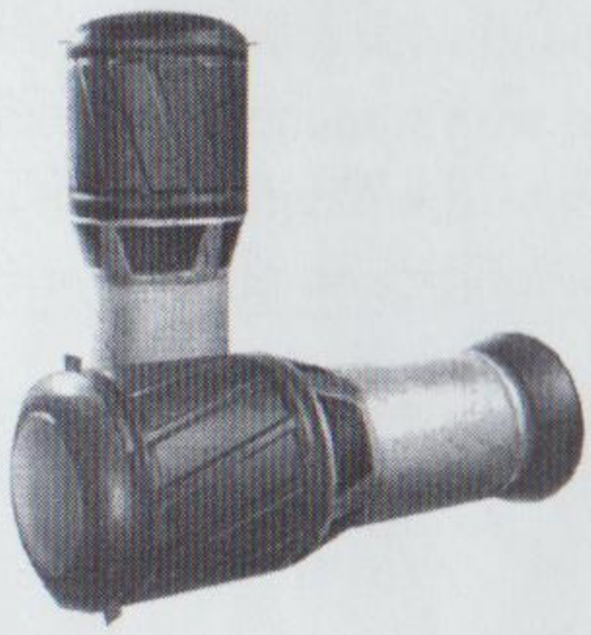
A high-impact, zero penetration projectile designed to incapacitate rather than kill.

Note: The Ring Airfoil is much more effective if it hits the head.

Sticky Camera

A miniature camera with full pan and zoom functionality, plus night and thermal vision modes. The Sticky Camera feeds its image directly to Sam's OPSAT. Ideal for advance scouting and intelligence gathering. Sticky Cams are reusable.

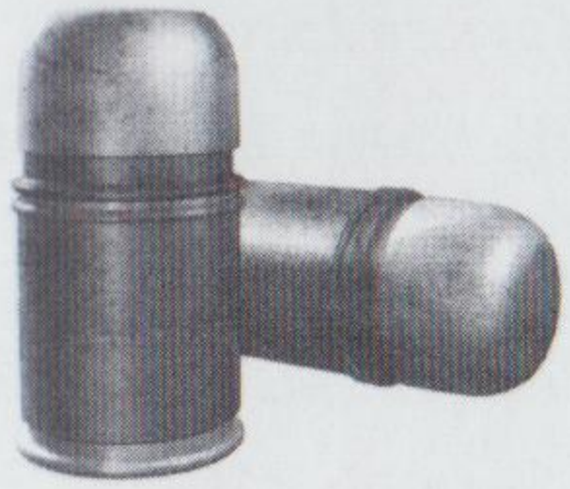
Sticky Shocker



A high-voltage discharge device coated in adhesive resin. The Sticky Shocker will adhere to an enemy and give him an incapacitating shock.

Hint: Fired into pools of water, the Sticky Shocker can neutralise multiple opponents.

Gas Grenade



Standard CS (0-chlorobenzalmalononitrile) gas canister grenade can incapacitate groups of enemies. Exposure to CS gas causes violent respiratory seizure. Prolonged exposure causes unconsciousness.

Distraction Camera

An adaptation of the Sticky Camera. The Distraction Camera has had its pan and zoom motors as well as its vision-enhancement apparatus replaced with a noisemaker and a CO_2 gas canister. The device can be triggered to attract enemies with sound and then dispense a cloud of incapacitating gas when they are nearby.

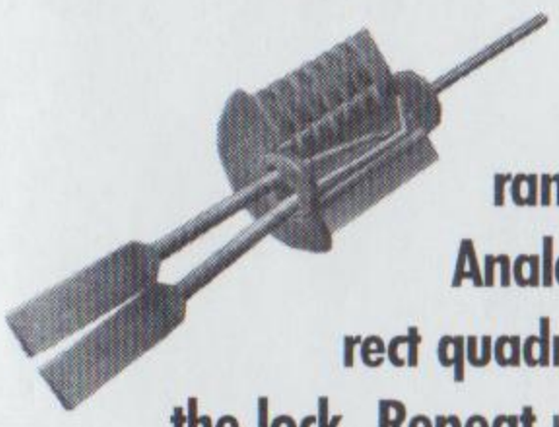
Gadgets

To use a gadget: Select the gadget of your choice in the quick inventory and press the R2 button to use it.

SC Pistol

The SC Pistol tactical model with single-action trigger and a 20-round magazine comes equipped with a silencer/flash suppressor. Its 5.72x28mm rounds offer good penetration against modern body armour, while keeping the weapon's weight, dimensions, and recoil at reasonable levels.

Lock Pick



Standard set of picks, wrenches, and probes for bypassing standard cylinder locks. Slowly rotate the Left Analog Stick around the outer edge of its range until you see and hear the first pin begin to move. This means the Left Analog Stick is in the correct quadrant. Keeping the left analog stick in the correct quadrant, wiggle the Left Analog Stick very gently to release one of the pins in the lock. Repeat until all pins are released.

Laser Microphone: T.A.K. (Tactical Audio Kit).

A laser-operated microphone integrated in the SC Pistol that enables the user to read the vibration off certain surfaces (mainly glass windows). Used to listen in on conversations.

Camera Jammer

The Camera Jammer emits microwave pulses that disrupt the characteristic signals used in the microcircuitry of surveillance cameras. The Camera Jammer operates off of a capacitor that must be allowed to recharge from its battery after a short time.

Optic Cable

This flexible cable/camera can easily be slipped under doors to view the other side. Complete with Night Vision enhancement.

Disposable Pick

Unconventional lock picks, these microexplosive-shaped charges deliver a quick impact to any standard lock cylinder that will shatter the pins and unlock the door.

Goggles

Night Vision Headset

Night Vision goggles amplify very low existing light, especially lights at the lower end of the infrared spectrum.

Binocular Vision Headset

Advance areas can be reconnoitered from a distance while using Binocular Vision. Press the R3 button to enter Binocular Vision and zoom in or out by pressing the up or down directional buttons.

Thermal Vision Headset

Similar to Night Vision, Thermal Vision is an essential tool in low light situations. This technology differs from Night Vision in that it captures the upper level of the infrared light spectrum, which is emitted as heat rather than reflected as light.

Note: Thermal Vision is not available in the few first missions.

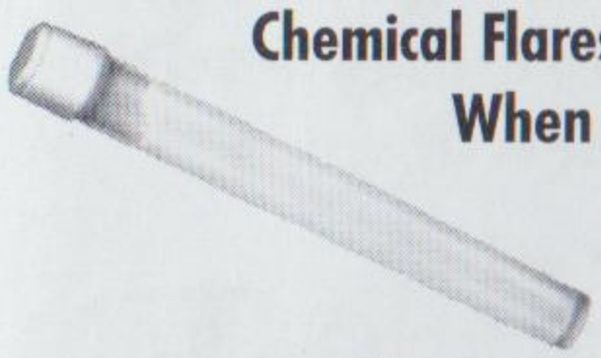
Items

Some objects, like grenades, flares, or other miscellaneous objects in the world, can be thrown. To throw an object, equip it and press ▣ button. A series of reticles on screen will show your aiming trajectory. Use the Right Analog Stick to aim and hold the L1 button to flatten or arch the trajectory. Press the R1 button to throw the object or the R2 button again to abort the throw.

Wall Mine

The Wall Mine is a motion-sensitive explosive device that can be attached to almost any surface. To deactivate and pick up a wall mine, wait for the green light.

Chemical Flare



Chemical Flares are lightweight plastic sticks filled with a binary chemical agent. When the inner containers are cracked, the chemical agents mix, causing the stick to glow. Useful for attracting and distracting enemies.

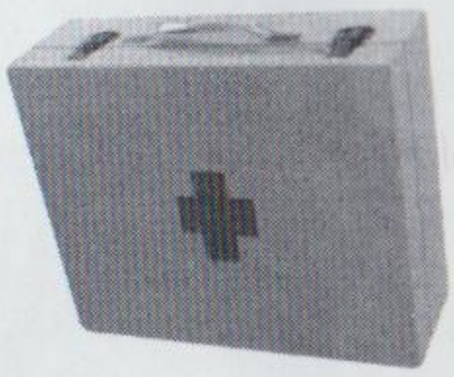
Emergency Flare

Similar to the Chemical Flare, these standard road flares also emit a great deal of heat, making them useful for distracting heat sensors such as those found on automated turrets.

Frag Grenade

The 14-oz. M67 fragmentation grenade consists of a 2.5'' steel sphere surrounding 6.5 ounces of high explosive. Upon detonation, the steel sphere shatters, emitting a burst of highvelocity shrapnel.

Medical Kit



Standard field first-aid kit.

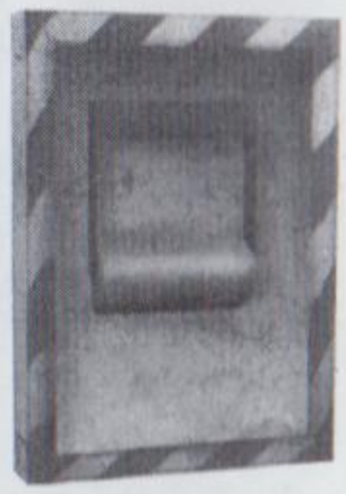
Bullet Box

Find it to retrieve some ammo.

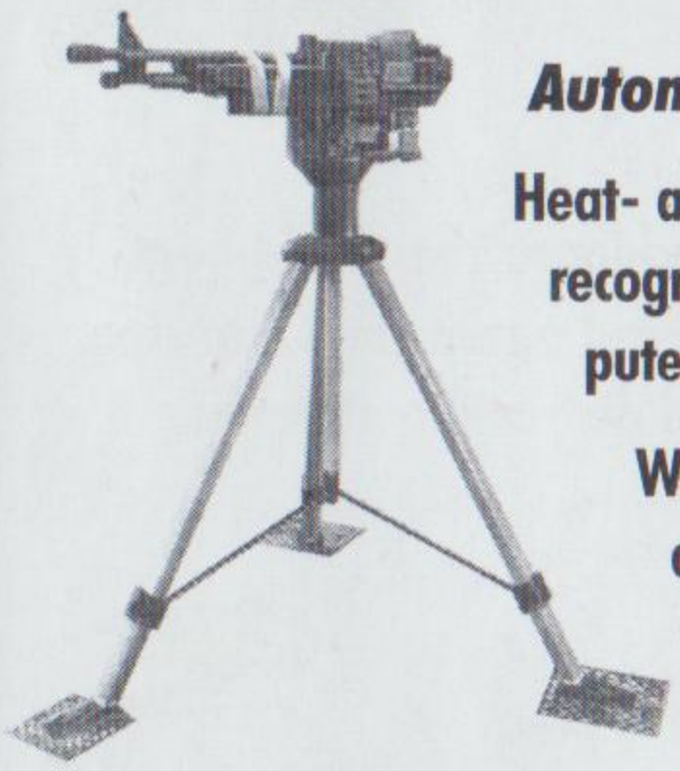
In-Game Elements

Enemy static defenses present a wide range of potential obstacles to overcome – from simple keypads that control doors, to automated turrets that detect heat and movement and fire on intruders.

Alarm Panel



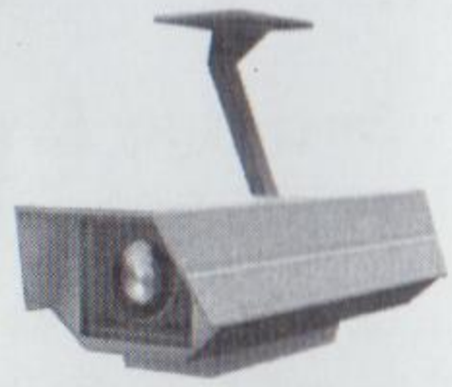
Standard alarm switches that can be triggered by enemies to alert nearby comrades. Because of the extremely covert nature of Sam's operations, indiscretion with alarms can lead Third Echelon to abort a mission.



Automated Turret

Heat- and motion-sensing turrets with an Independent Friendly Fire (IFF) recognition system. Turrets can be hacked from their attached control computer. Either deactivate a turret entirely, or disable its IFF system.

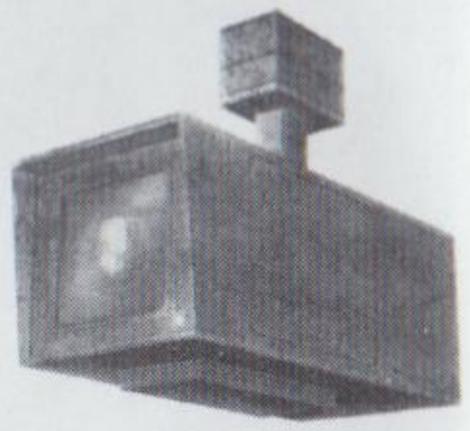
With IFF disabled, it will still attack Sam, but it will also attack enemies. Use directional buttons to navigate in the attached control computer.



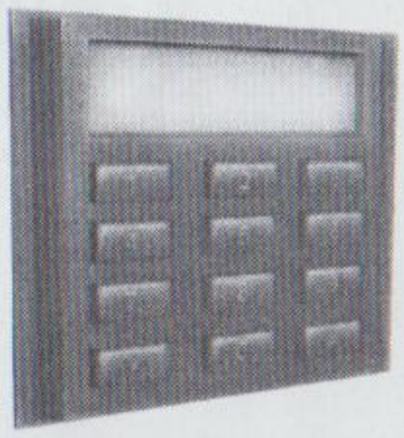
Surveillance Camera

Standard, off-the-shelf surveillance cameras that detect movement and have the ability to directly trigger alarms. This type of camera is fragile and can be destroyed.

Armoured Camera



Except for the bulletproof casing, these cameras are identical to the standard surveillance camera.



Key Pad Lock

Standard push-button security pads linked to electromagnetic locking systems in a door. Only the correct code will allow a keypad-locked door to be opened. Multiple failed attempts to enter a code will sound an alarm. Select the numbers with the Left Analog Stick.

IMPORTANT: Once you find a key pad code, it will automatically appear in your inventory in the Notes section.

Retinal Scanner

A locking device that reads the unique imprint of a person's retina before unlocking a door. No one without access can open a retinal scanner-locked door, but those with the correct retinas can sometimes be "convinced" to open them for you. An incorrect retinal scan automatically triggers an alarm.

Hints and Tips

- ***You can change your SC-20K rate of fire by pressing the L3 button..***
- ***When in sniper mode, use the L1 button to hold your breath for a more precise shot.***
- ***Head shots are a direct kill.***
- ***Cameras detect you more quickly the faster you are moving.***
- ***A rolling maneuver allows Sam to go through flames without damage.***
- ***Shooting around corners with your back to the wall makes you harder to hit.***
- ***Drop attacks are effective and silent.***
- ***Frequently check your different vision modes; you might see something you couldn't see before.***
- ***Barrels containing explosive or flammable liquids can be very useful…***
- ***Think twice. Act once. Even a lone guard can be a serious threat once alerted to your presence.***
- ***Rolling is an effective way to reduce your profile when moving from cover to cover.***
- ***Saving equipment is pointless as you are reequipped between missions. Use what you have.***
- ***Engaging multiple enemies is extremely dangerous. Tilt the odds in your favour with traps, explosives, and other gadgets.***
- ***Enemies can notice lights or cameras that have been broken and can see objects thrown through the air.***
- ***Dogs can smell you. Shadows won't help against them. Use obstacles or water to delay or lose them.***
- ***Thermal vision can allow you to see through some thin or lightweight materials.***
- ***Knocking out an enemy is always quieter than killing him...and nearby enemies will hear the dying gasps of comrades.***
- ***If an enemy finds an unconscious comrade, he will revive him. So hide those bodies!***
- ***Enemies might hesitate if you are holding one of their friends as a human shield and are not pointing your weapon at them.***
- ***Not all NPCs can be forced to cooperate. Only Colonels can open retinal scanners and only Technicians can operate computers.***
- ***You can break lights to create your own shadow paths to hide and move in.***
- ***Frequently check Updates to Goals, Notes, and Data by pressing the START button on your OPSAT. Read those Data Sticks for clues and other useful info.***

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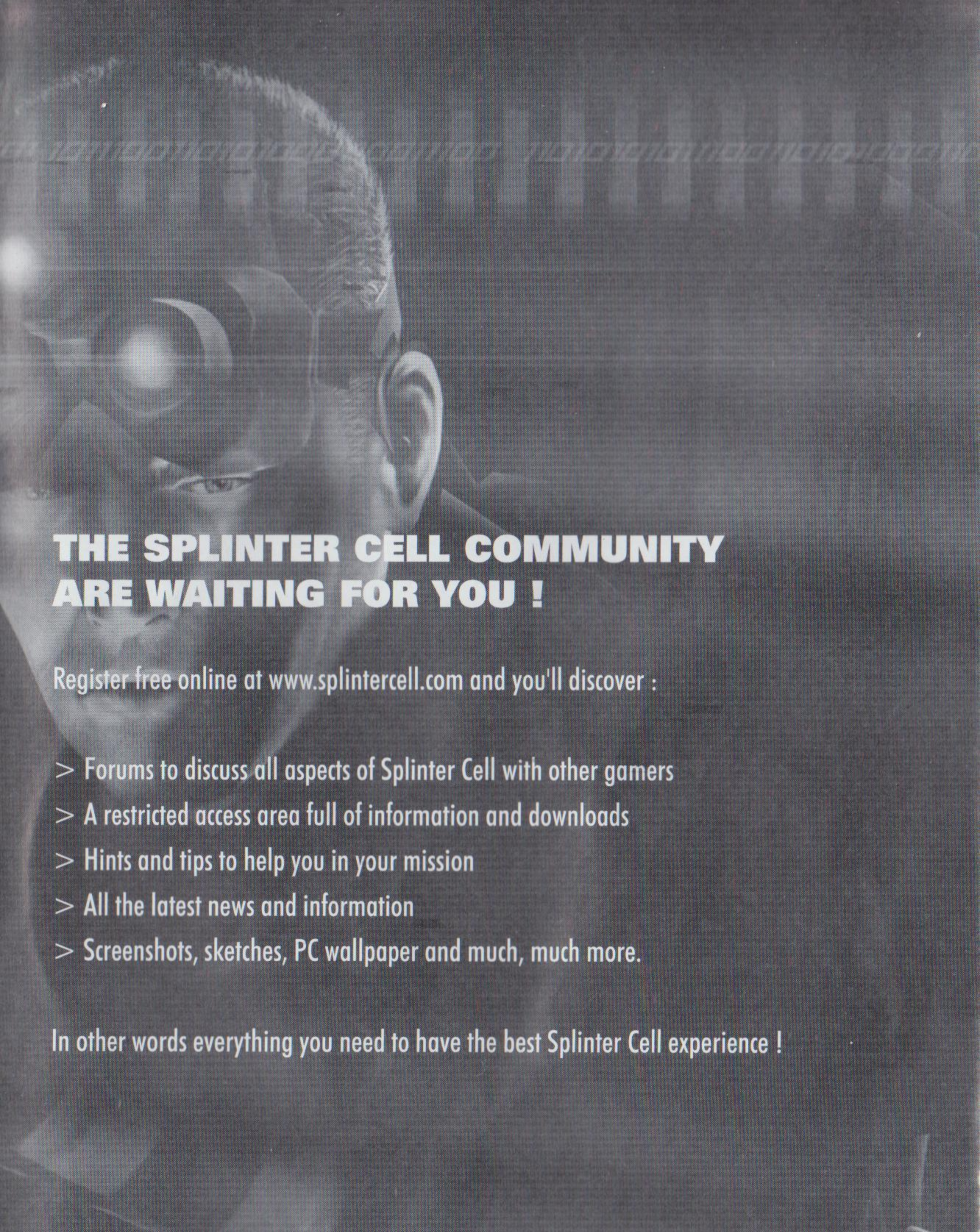
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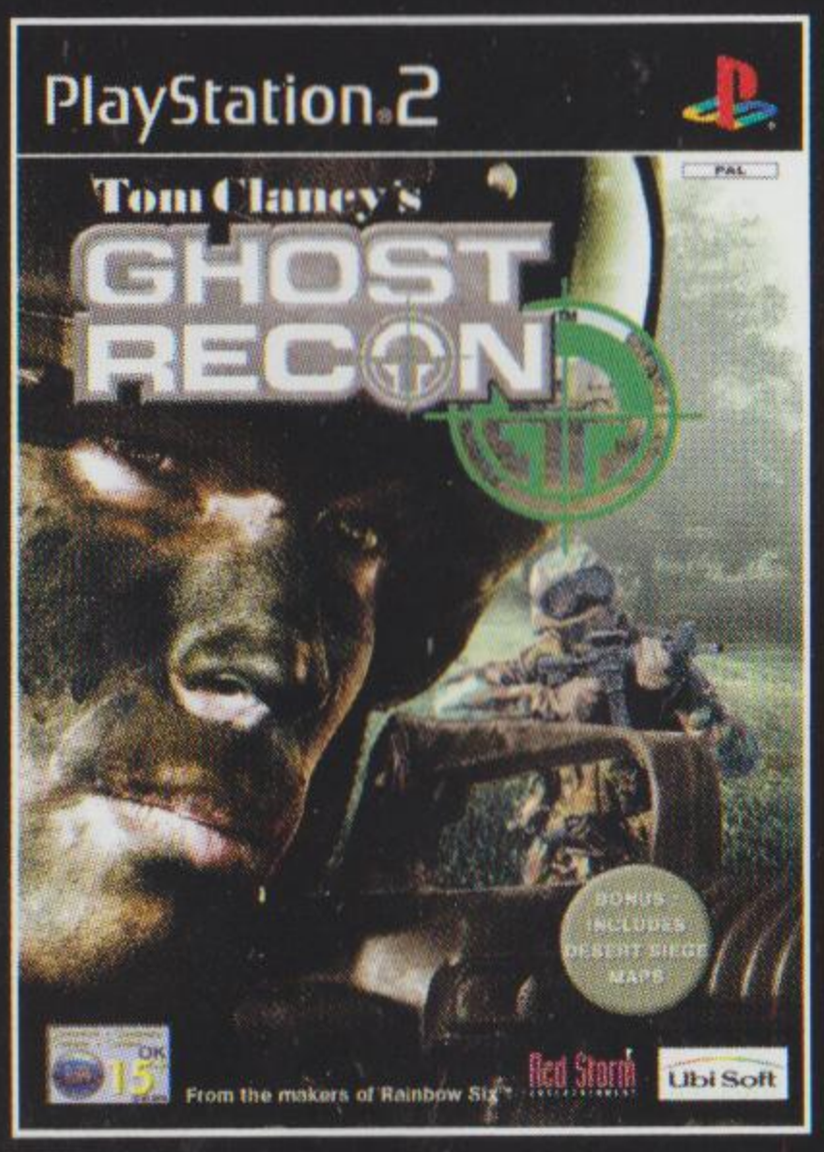

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